



Sebastian Young

Game & Level Designer

Copenhagen, Denmark

Contact

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Online Portfolio

smyoung95.github.io

Softwares Experience



UNREAL
ENGINE



Profile

A dedicated and hard-working jack-of-many-trades with a fiery passion for game design. With a Master's degree in Medialogy and a specialization in Game Design, I have a deep interest in and understanding of game mechanics, balancing, and game-feel.

With a diverse skillset spanning multiple areas of game design, I excel at bridging communication between departments and ensuring a comprehensive understanding of the game vision.

As an open and outgoing colleague, I value a positive work environment and am always willing to provide constructive feedback based on my extensive experience playing a variety of games.

I offer a collaborative and proactive attitude, constantly striving to bring new and innovative ideas to the table while maintaining a focus on creating a fun and engaging player experience. With a strong motivation to continuously improve my skills and a commitment to the success of the team, I am eager to make meaningful contributions to any project I am a part of.

I invite you to visit my online portfolio at smyoung95.github.io, where you can see examples of my work and gain a better understanding of my skills and experience. My portfolio showcases my ability to design fun and engaging games while keeping player experience as the top priority.

Experience

Game Designer & 3D Generalist

2022 - 2023

Teacup Games - Internship

- Created soft and hard surface 3D models for the environment in an unannounced project.
- Explored rigging and skin weights for various game test demos.
- Acted as a bridge between the Game Designer and Lead Concept Artist to ensure Unity world creations aligned with the director's vision.
- Produced game documentation and proposed suggestions for how gameplay would complement the story and overall game progression through level design principles.
- Gained valuable insights into technical and creative aspects of game development.

Lead Game & Level Designer

2021 - 2022

DADIU - The National Academy of Digital Interactive Entertainment - Internship

- Lead game and level design for 2 separate game ideas, designing core mechanics, balancing difficulty, and creating platforming puzzles
- Bridged communication between departments, primarily programmers, art department, and game director
- Assigned tasks and priorities for new features, considering project scope and team member skills
- Developed team building skills and fostered a positive and friendly atmosphere in and out of the workspace
- Utilized Rational Game Design principles to design gameplay and levels that considered flow, difficulty, pacing, and progression
- Conducted quality assurance testing on various game elements before comprehensive testing

Education

2020 - 2022

Medialogy (M.Sc.)

Aalborg University, Copenhagen Campus

Master Thesis:

The Impact of Indirect Advantages on Artificial Intelligence Agents' Behaviour in Video Games

2017 - 2020

Medialogy (B.Sc.)

Aalborg University, Copenhagen Campus

Certificates

☼ Mensa Denmark

Interests

- 🎮 Games
- 🎮 Game Design
- 🎮 Role Playing Games
- 🎮 Artificial Intelligence
- 🎮 Machine Learning
- 🎮 Music
- 🎮 3D Design
- 🎮 Mathematics
- 🎮 Physics
- 🎮 Story Telling

Teachers Assistant - Theory and practice of Game Design and Development

Aalborg University

2021 - 2021

- Assisted in teaching 6th semester students the theory behind game design
- Taught how to test and create a reasonable scope with the available resources
- Taught how to playtest their games
- Functioned as a Quality Assurance tester for over 40 games
- Provided feedback on Game Design, Level Design, Bugs, Game-feel, Scoping, and Aesthetics
- Helped the students understand Unity and C# through lectures, and workshops
- Based on Fullerton's Game Design Workshop: A Playcentric Approach to Creating Innovative Games to guide low-fidelity prototype testing, design choices, and considerations
- Helped guide the students' digital project development

Teacher's Assistant - Audio Visual Sketching

Aalborg University

2019 - 2021

- Taught the fundamentals of 3D modeling and texturing in Autodesk Maya to first-semester Medialogy students
- Developed skills as a 3D artist, visual artist, and public speaker
- Gained a deeper understanding of good design practices and learned how to find solutions for problematic meshes and model behavior
- Took a more creative and innovative approach to design exercises for students
- Helped students understand composition theory, 3D modeling techniques, rigging, animation techniques, and texturing
- Better understood which areas of 3D design and texturing needed more attention through work as a TA

Teacher's Assistant - Introduction to Programming

Aalborg University

2019 - 2021

- Hired and rehired as a TA to teach programming fundamentals to first-semester Medialogy students
- Developed fundamental knowledge of programming and improved public speaking abilities through planning and holding lectures
- Learned how to communicate and discuss code effectively, write efficient and readable code, and debug common programming design patterns
- Gained a better understanding of how to teach programming concepts and terms to students who were not familiar with programming.